



Salvage Op is a Virtual Reality based First Person Shooter featuring multiple maps with the same goal in mind: To clear all hostiles from the area so you salvage what remains. This can be problematic however, since the stations are in lower power mode and you will need to navigate using a head mounted flashlight.

There are numerous items which you can grab and throw or use to aid in your adventure including grenades, glass cups, medical kits or pill boxes which can be used to heal yourself. Some objects can also be shot to be destroyed or detonated for strategic purposes.

Upon clearing each level you will be returned to the main menu where you can select a different scenario or alter the game's difficulty level. Higher difficulty levels will grant NPCs additional hit points, and will cause their attacks to inflict more damage on you.

The following diagram depicts the game's controls using Vive Motion Controllers. The game has also been designed to support the Oculus Touch though this is untested as we do not have access to the hardware which was not yet released at the time of writing.



You can use the top button to flip between weapon types or to clear your hands so that you may grab or interact with other objects. You only have a single flack gun, but are able to dual wield pistols if you prefer that to a single pistol with a flack gun. If you hold this button down for 7 seconds it can be used to exit the level and return to the main menu.

Movement is done using a teleport system, hold down the direction pad and then release it to teleport to that location.

The trigger is used to fire your weapon. Flack guns only have a single shot and then will automatically reload. The light on the weapon will indicate when it is ready to be fired again. You can also optionally hold the trigger down to automatically fire. Pistols have a limited number of shots and then will automatically be reloaded. If you wish to manually reload before they are emptied you can hold your pistol near your hips and press the grip button to reload.

If your hands are free you can use the grip buttons to grab whatever is near your hand. In the case of grenades or glass cups you can hold the grip button and then release it in a throwing motion to toss the item in that direction. Glass cups will shatter and the sound can be used to attract NPCs to an area. This is useful if you are not aware of what may be around a corner. Grenades are also noisy and will attract the attention of nearby enemies, but will do damage as an added bonus.

Medical Kits or pill boxes are also scattered throughout levels and can be interacted with to quickly heal your wounds. Your wounds will also slowly heal over time if a medical item is not available. When you reach a dangerous level of health you will begin hearing your heartbeat. The louder the heartbeat the more dire the situation is. In those situations your best option may be to retreat and either heal over time or find a medical item. If you die at any time the level will be restarted from scratch.

We hope that you enjoy Salvage Op. We will continue to add to the game post-launch.

